```cpp
1  #include "Game.h"
2
3  Game::Game()
4      : m_pStateMachine(nullptr)
5  {};
6
7  void Game::Initialise(GameStateMachine* pStateMachine)
8  {
9      if (pStateMachine)
10     {
11         pStateMachine->Init();
12         m_pStateMachine = pStateMachine;
13     }
14 };
15 void Game::RunGameLoop()
16 {
17     bool isGameOver = false;
18     while (!isGameOver)
19     {
20         Update(false);
21         Draw();
22         isGameOver = Update();
23     }
24     Draw();
25 };
26
27 void Game::Deinitialise()
28 {
29     if (m_pStateMachine)
30     {
31         m_pStateMachine->CleanUp();
32     }
33 };
34
35 bool Game::Update(bool processInput)
36 {
37     return m_pStateMachine->UpdateCurrentState(processInput);
38 }
39
40 void Game::Draw()
41 {
42     m_pStateMachine->DrawCurrentState();
43 }
```